Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game executing method for making a computer device execute a given game by generating an image of a game space, and for analyzing and outputting a power distribution of a character group in the game space, the character group comprising a plurality of characters movable in the game space,

wherein the character group includes a plurality of character group,

the method comprising:

setting a plurality of sample points in the game space;

calculating ~~an arrival~~ a time needed for each of the plurality of characters to arrive at each of the set plurality of sample points respectively from a position of each of the plurality of characters at a time after each of the plurality of characters has maintained a current moving condition for a predetermined time period as a starting point;

calculating the power distribution of ~~the~~ each of the plurality of character ~~group~~ groups based on the calculated time of each of the plurality of characters to each of the plurality of sample points; and

outputting, through display and/or voice, ~~a geographical power state of the game space~~ an area which is not a power area of any of the plurality of character groups in the game space as a space area, based on the calculated ~~power.~~power distribution of each of the plurality of character groups.

2. (Previously Presented) The method as claimed in claim 1, wherein the calculating the time includes calculating the arrival time from the starting point to each of the set plurality of sample points based on a movement ability value preset to each of the plurality of characters.

3. (Currently Amended) The method as claimed in claim 1, further comprising selecting a sample point ~~as~~ positioned within power permissive distance from the starting point, among the set plurality of sample points,

wherein calculating the arrival time includes calculating the arrival time of each of the plurality of characters from ~~each characters' calculated position~~ the starting point to the selected sample point.

4. (Currently Amended) The method as claimed in claim 1, further comprising selecting a character of which the arrival time is to be calculated based on the distance from each of the plurality of set sample points to the ~~calculated position,~~starting point,

wherein calculating the arrival time includes calculating a time needed for the selected character to arrive at each of the plurality of set sample points.

5. (Currently Amended) The method as claimed in claim 1, further comprising:

calculating a predominance degree for each of the plurality of set plurality of sample points; and

calculating the predominance degree of each of the plurality of sample points so as to make the predominance degree higher as the arrival time of a character ~~capable of arriving earliest~~ is shorter,

wherein calculating the power distribution includes calculating the power distribution based on the calculated predominance degree of each of the plurality of sample points.

6. (Previously Presented) The method as claimed in claim 1, wherein the setting the plurality of sample points includes setting the plurality of sample points at a interval in the game space.

7. (Original) The method as claimed in claim 6, wherein the setting the plurality of sample points includes sectioning the game space into at least two kinds of a plurality of

areas that are different from each other in shape and/or size, and setting the plurality of sample points in the plurality of sectioned areas.

8. (Canceled)

9. (Currently Amended) The method as claimed in ~~claim 8,~~ claim 1, wherein the calculating the power distribution includes calculating the power distribution for each of the plurality of character groups in accordance with the character group to which a character belongs, and with the characters' arrival times to each of the plurality of sample points.

10. (Currently Amended) The method as claimed in claim 1, further ~~comprising~~ comprising:

storing the calculated power ~~distribution,~~distribution; and

~~wherein the~~ outputting ~~the geographical power state includes outputting~~ the stored power ~~distribution.~~distribution, through display and/or voice.

11. (Previously Presented) The method as claimed in claim 10, wherein the storing the calculated power distribution includes judging whether the calculated power distribution satisfies a storing condition, and storing the calculated power distribution if the power calculated distribution satisfies the storing condition.

12. (Canceled)

13. (Currently Amended) The method as claimed in ~~claim 12,~~ claim 1, wherein

the plurality of characters include a plurality of characters moving on a terrain,

the setting the plurality of sample points includes setting the plurality of sample points on the terrain,

the calculating the power distribution includes calculating the power distribution on the terrain, and

the outputting the ~~geographical power state~~ space area includes identifiably displaying a portion of the space area on the terrain.

14. (Canceled)

15. (Previously Presented) An information storage medium having information recorded thereon, when the information is loaded onto an operating apparatus, the information making the operating apparatus execute the method as claimed in claim 1.

16. (Currently Amended) A game device for executing a game by generating an image of a game space, and for analyzing and outputting a power distribution of a character group in the game space, the character group comprising a plurality of characters movable in the game space,

wherein the character group includes a plurality of character groups,

the device comprising:

a point setting section for setting a plurality of sample points in the game space;

an inertia calculating section for calculating a position of each of the plurality of characters at a time that each of the plurality of characters has maintained a current moving condition for a time period;

an arrival time calculating section for calculating a time needed for each of the plurality of characters to arrive at each of the set ~~of~~ plurality of sample points respectively from a position of each of the plurality of characters at a time after each of the plurality of characters has maintained a current moving condition for a predetermined time period as a starting point;

a distribution calculating section for calculating the power distribution of ~~the character group~~ each of the plurality of character groups based on the calculated arrival time of each of the plurality of characters to each of the set plurality of sample points; and

an output section for ~~outputting a geographical power state of the game space~~ outputting, through display and/or voice, an area which is not a power area of any of the

plurality of character groups in the game space as a space area, based on the calculated power distribution ~~according to a output method.~~of each of the plurality of character groups.

17. (Currently Amended) A computer-readable storage medium that ~~receives~~ contains a computer executable program for receiving a data signal embodied in a carrier wave, ~~comprising information used~~ the data signal for executing the method as claimed in claim 1.

18. (Previously Presented) A computer-readable storage medium that contains a computer executable program, when the program is loaded onto an operating device, the program makes the operating device execute the method as claimed in claim 1.